REFERENCE CARD

EQUIPMENT YOU NEED

1. TV or monitor
2. Atari® 600XL, 800, 800XL, or 1200XL computer
3. Disk drive
4. Joystick

Atari is a registered trademark of Atari Inc., a Warner Communications company.

DISK LOADING INSTRUCTIONS

1. This program does NOT require Atari BASIC. If you have an Atari 800 or 1200XL, remove the BASIC cartridge from the computer. If you have a 600XL or 800XL computer, hold down the OPTION key while the program is loading.
2. Connect your joystick to controller jack number 1.
3. Turn the computer off.
4. Turn the power switch on the disk drive on.
5. There are two red lights on the disk drive. When the top "busy" light goes off, carefully slide the disk into the drive and close the door.
6. Turn on your computer, and turn on your TV or monitor. The disk drive will make some clicking and whirring sounds. In a few seconds, the program titles will run, and *Agent USA* will appear on the screen.
7. For instructions on playing *Agent USA*, see the other side of this Reference Card and the *Agent USA* Information File.

IMPORTANT KEYS

START— After you've watched the demonstration, press START to begin playing the game.
SELECT— During the demonstration, press SELECT to choose the advanced *Agent USA* game.
SYSTEM RESET—Pressing SYSTEM RESET will bring you back to the beginning of *Agent USA*, so you can watch the demonstration or start a new game. WARNING: Pressing SYSTEM RESET will end the game you are playing.
FREEZE FUNCTION— During the game, press START to freeze the action. To continue the game, press START again.

WHAT YOU SEE

AGENT USA—The Super Agent who must find and stop the FuzzBomb.

CITIZENS—Residents of the cities that Agent USA visits.

LOCAL TRAINS—Older, slower trains that travel only to nearby cities.

ROCKET TRAINS—Newer, faster trains that cover great distances quickly.

TICKET BOOTH—A booth that you visit to buy train tickets. You'll find one in each city.

INFOBOOTH—A booth that you visit to receive the latest Fuzz Information Updates. You'll find one in each capital city.

CRYSTALS—Glowing, glass-like objects that fell from outer space. Agent USA uses them to turn FuzzBodies back into people and to disarm the FuzzBomb.

FUZZBODIES—Citizens who have been fuzzed by the FuzzBomb.

FUZZBOMB—The menacing TV device that is fuzzing the nation.

HOW TO PLAY

MOVE AGENT USA—Move joystick.
BUY A TRAIN TICKET—Move Agent USA into a ticket booth, type in the name of the city and state to which you want to travel, and press RETURN. Be sure to type the city name (followed by a comma) and the state name exactly as it's shown.
GET ON A TRAIN—Wait on the boarding platform for your train to arrive. When the train stops, use the joystick to move Agent USA up into it.
GET FUZZ INFORMATION—Move Agent USA to an InfoBooth. Follow the screen instructions for selecting an information update map.
GROW CRYSTALS—To plant crystals, press the joystick button as Agent USA is moving. Wait for more crystals to grow. To pick up crystals, move Agent USA across them.
TURN A FUZZBODY BACK INTO A PERSON—Drop a crystal in the path of the FuzzBody.
DISARM THE FUZZBOMB—Go to the city where the FuzzBomb is located. Make sure Agent USA has 100 crystals. Have Agent USA touch the FuzzBomb.
FREEZING THE GAME—See the Freeze Function instructions on the other side of this Reference Card.

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